

GRETZKY NHL 06



www.waynegretzky.com

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may trigger epileptic seizures in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Gretzky™ NHL® '06 Tips and Hints

Game Hint Guide Information

PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 console and its peripherals. Representatives are available

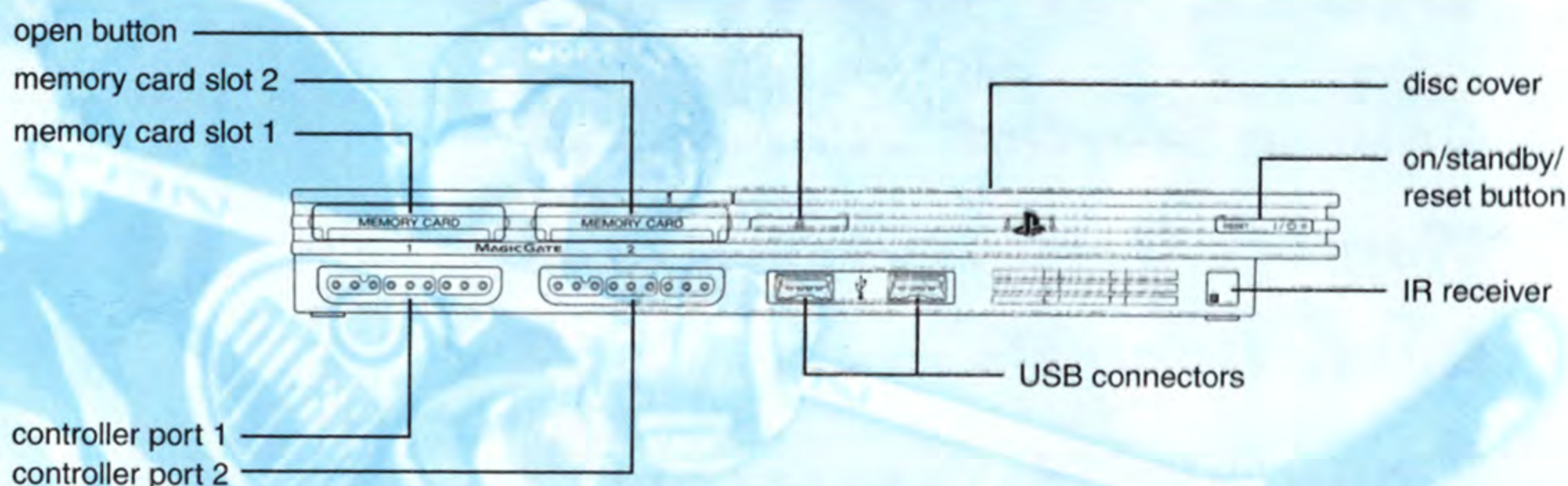
Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

TABLE OF CONTENTS

Getting Started	2
Memory Card	2
Game Controls	4
Game Modes	6
Playing the Game	10
Game Options	12
Team Options	16
Online Mode	17
Team Management	20
Pro Management	20
Rosters	21
Team Chemistry	22
Credits	23



GETTING STARTED



Set up your PlayStation 2 console according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers and other accessories as appropriate BEFORE you turn your console on. Do not insert or remove accessories once the power is turned on.

When you are ready, turn the console ON at the MAIN POWER switch and press the (standby) / RESET button. When the (standby) indicator lights up green, press the (open) button and the disc tray opens. Place the Gretzky NHL '06 disc on the disc tray with the label side facing up. Press the (open) button again and the disc tray closes. Finally, press the (standby) / RESET button again to load the game and commence play.

MEMORY CARD (8MB for PlayStation 2)

Saving Data

You must insert your MEMORY CARD before a file can be saved or loaded. Gretzky NHL '06 saves user-defined options and all data for Season, Rivalry Mode, and Tournament style game modes, settings (including rosters), options, profiles, and records. If an attempted save requires more memory than your MEMORY CARD has available, a MEMORY CARD dialog box appears on the screen indicating the amount of memory needed for a successful save of the current file.

At this point, you can insert a different MEMORY CARD with available memory space, or you can delete existing files from the current MEMORY CARD to create additional memory space for the save. If you do not use a MEMORY CARD all Gretzky NHL '06 data is lost when you turn OFF your PlayStation 2 console.

Options, Pro Manager rosters, and Live Rosters are always saved and loaded from the first MEMORY CARD found when the game is booted. Memory cards are searched in the following order: slot 1 (or 1-A, 1-B, 1-C, 1-D, if a Multitap (for PlayStation 2) is inserted into slot 1), then slot 2 (or 2-A, 2-B, 2-C, 2-D, if a Multitap (for PlayStation 2) is inserted in slot 2).

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

Skater

Player Movement	Left Analog Stick
Deke / Body Check	←
Dump / Stick Check	△
Quick Shot	○ (tap)
Slap Shot	○ (hold then release)
Pass / Change Player	×
Give and Go pass	× (hold), then release × for return pass
Sprint	L1 or R1
Icon Passing	L2 (hold), then × / ○ / △, □
Toggle Skate Direction	R2
Advanced Deke	Right Analog Stick
Become Goalie	× (hold for 1 second)

Goalie

Save / Dump Puck	○
Freeze Puck / Sweep Puck	□
Check	△
Best Coverage	R2
Pass / Switch Player	×

GAME STRATEGY

Choose your game strategy by using the Directional Buttons (↑ / ↓ / ← / →)

Offense

Cycle (Normal)	←
LW Lock (Conservative)	↓
Weakside Support (Normal)	→
Active D*	↑

*Used with Cycle or Weakside Support. If 2-3 LW Lock is in play, the strategy will default to Cycle/Active D.

Defense

Weakside Sag (Normal)	←
Collapse (Conservative)	↓
Box + 1 (Normal)	→
Block Shot	L2

Breakout

- Boards (Normal) ←
- Vs. Trap (Conservative) ↓
- Center Swing (Normal) →
- Stretch (Aggressive) ↑

Attack

- Criss Cross (Normal) ←
- Dump and Chase (Conservative) ↓
- Free Flow (Normal) →
- Crash the Net (Aggressive) ↑

Forecheck

- 2-1-2 (Normal) ←
- 1-2-2 (Conservative) ↓
- 2-3 LW Lock (Conservative) →
- 3-2 (Aggressive) ↑

Neutral Zone Defense

- 1-1-3 (Conservative) ↓
- 1-2-2 (Normal) →
- NZ Trap (Aggressive) ↑

Power Play

- High Slot ←
- Half Boards ↓
- Stack and Back →
- Umbrella ↑

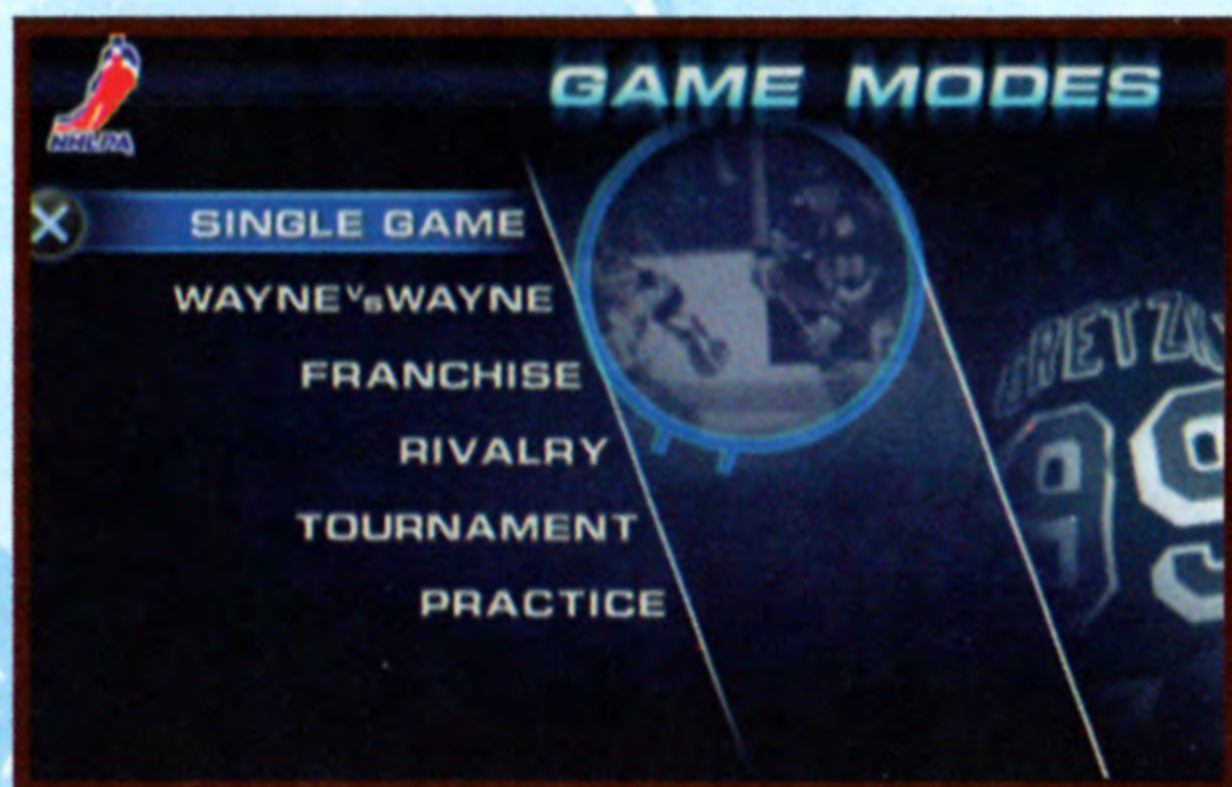
Penalty Kill

- Diamond (Normal) ←
- Passive Box (Conservative) ↓
- Aggressive Box (Aggressive) ↑

Fighting

- Punch ⊗
- Block ⊠
- Pause Fight ▼
START

GAME MODES



Quick Start

Use Quick Start to head out onto the ice for a quality match-up between two great teams selected by the CPU. See Game Startup below for more information on team selection and pre-game setup.

Single Game

Quick Start and Single games are essentially the same thing, a non-franchise, non-tournament game. The only difference is that in Quick Start the CPU picks the match-up for you and in Single Game you get to set up both sides.

Wayne vs. Wayne

When a team loses, they always talk about being one player or one play away from taking their game to the next level. Wayne vs. Wayne is a way to take your game to the next level, the highest level you can. As you play through the game, you earn "99 Time" by taking quality shots, scoring goals, delivering big checks, and making great saves. You lose "99 Time" by getting checked, giving up shots on goal, and letting the other team score. Once you earn enough "99 Time" the game tells you that Wayne is available. Press **L1** and **R1** at the same time to unleash the ultimate Power Play - Wayne Gretzky. Use the Great One to get up on your opponents quickly.



Franchise

Can you guide your favorite team to the Stanley Cup? Or do you have what it takes to create a new team from scratch and get them to the NHL's ultimate prize? There are tons of options to choose from. You can have a Fantasy Draft, set the season length, playoff format, and change the Playoff Overtime Type. During the off season, you have to manage your roster by tracking player progression, watch out for retiring players, sign free agents, and run the Amateur Draft.

Rivalry

Is there one team in particular that is your nemesis? Or is there some team out there that you just like to pound into submission? New for Gretzky NHL '06 is the Head-to-Head series in Rivalry Mode. See how your stats stack up against your ultimate rival.

GAME STRATEGY

Tournament

You can set up either an NHL or World Cup style tournament in Gretzky NHL '06. For an NHL tournament, things progress just like in the NHL playoffs. Select from a 4, 8, or 16-team competition.

Home/Away	First up, decide whether you control the Home or Away team. Move the controller ← / → to make your decision.
Team	Press ↑ / ↓ to make your decision. Press  for help. Press  to have the CPU select a Quality Match-up.
Options	Press ↑ / ↓ to select any of the Single Game options and press  to make a change. You can change things like Uniform, Strategy, or Edit your lines.

A World Cup tournament is slightly different. The teams are split into a World Cup style pool-play system. Each team plays the other three teams in their pool, with the team with the best record moving on into the finals.

Practice

Practice is where you get your chance to hone your skills. Need work on the Give and Go? Work it out in practice. You can set the situation up however you want it. Need an opponent to skate against? Just set the Away Skaters to a positive number and that's the number of skaters you have out there for competition.

Game Startup

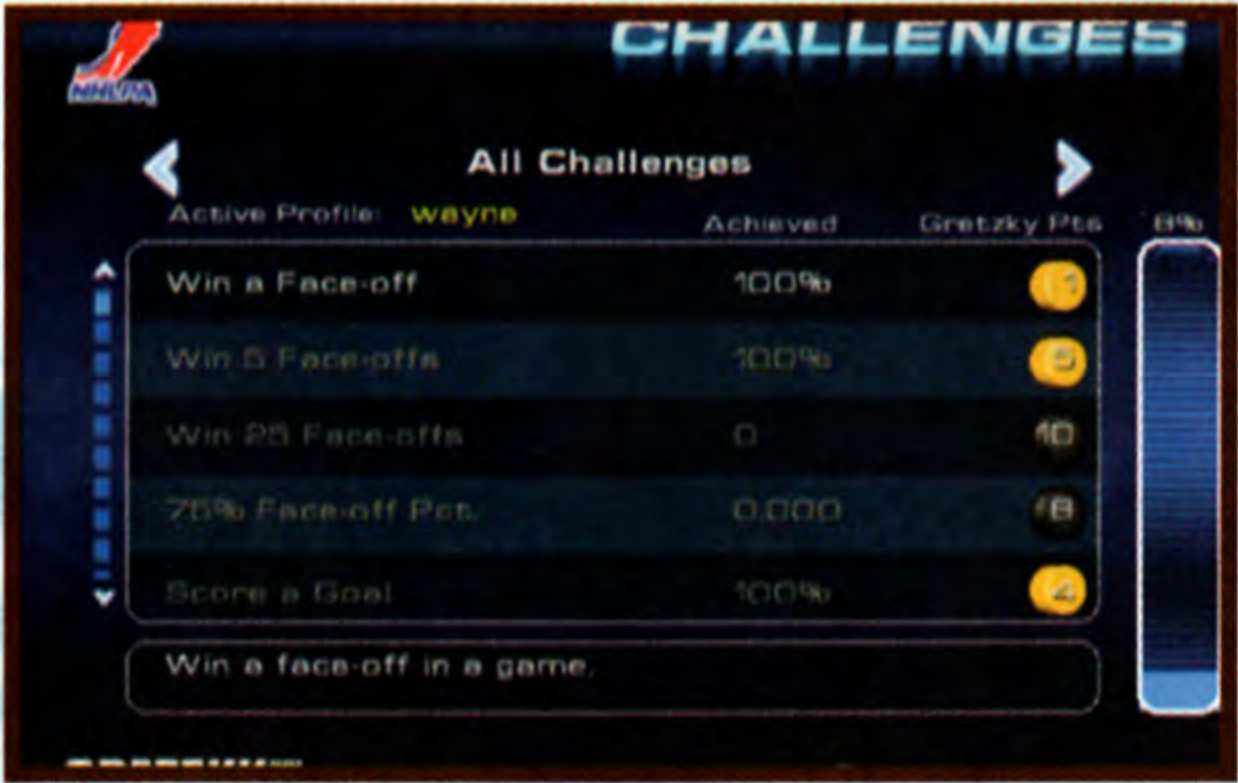
Before you hit the ice, you can customize your game experience. Here are the steps for starting the game.

Gretzky Challenge

Gretzky NHL '06 is packed with extras, but you have to prove your mettle on the ice to get them. As you compete against the best, you earn points that can be spent unlocking these extras. Unlock vintage jerseys, other gameplay modes, and even Wayne Gretzky as a player. Keep track of your points via your profile. Make sure you load your profile for each competition. See Profiles on page 10 for more information.

Challenges

Gretzky NHL '06 keeps track of how you are doing in the Gretzky Challenge. View which challenges are currently available, how many times you've achieved each feat, and the number of points you have accumulated.



Unlockables

You've earned a pile of Gretzky Points and here's where you get the chance to spend them. Once you unlock an item, you can save and load them into your game.

Wayne Gretzky

View the stats of NHL Hall of Famer Wayne Gretzky. The Great One dazzled hockey fans for years, can you match his career accomplishments?

PLAYING THE GAME

Profiles

You have to create a Profile if you want to keep track of your lifetime stats and your status in the Gretzky Challenge. Once created, you need to load the profile before each game. During the Choose Sides screen make sure you select your Profile so all of your stats get tracked.

Game Strategies

During the game, you can adjust your team's strategy on the fly. Press the directional **↑ ↓ ← →** to pick from one of the four available game strategies. If you are on defense, pressing a directional button sets a defensive strategy. Likewise if you are on offense, on the power play, or penalty killing, pressing a directional button lets you choose from the strategies available during that situation.



Player Control

In a two-player game, a red or blue circular icon appears underneath your player, letting you know which player you control. In a multi-player game, additional colors are used. With possession of the puck, your player icon includes a green stamina meter. When you see a player's stamina decrease, make a line change by pressing **SELECT** to get fresh skaters onto the ice.

Shot Meter

When you press and hold  a yellow gauge begins to move above the green stamina meter. Hold  down longer to increase the power of your shot. Release  when the yellow gauge reaches the maximum and, you fire off a blistering slap shot.

Note: There are three different kinds of shots, a snap shot, a wrist shot, or a slap shot. Tap  for a Quick Shot, hold  longer for a slap shot.



Passing the Puck

Press  to pass the puck. The pass goes in the direction of the Left Analog Stick. To be more precise, use the Passing Markers shown on a player's circular icon. As you skate with the puck, the markers point in the direction of your teammates. Use the direction indicated by the marker in coordination with the Left Analog Stick for passes that land on the tape. Blue markers indicate teammates that are open and the marker changes shape for the selected player.

Give and Go

Goalies in the NHL are awfully stingy and you need to be on top of your game to get the puck past these pesky net minders. The Give and Go is a great way to get yourself open and can lead you to a quality scoring chance. Press and hold  to pass the puck to a teammate. Once you are in scoring position, release  for a return pass. You can hold  for as long as you need to get the open look. Combine the Give and Go with a one-timer for an awesome scoring chance.

GAME OPTIONS

Icon Passing

Icon passing is another way to efficiently pass the puck. Press **L2** to activate the Icon Passing system. While pressing **L2**, an icon appears beneath your teammates. Press the button corresponding to your teammate for a tape-to-tape pass.



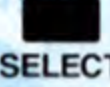
Shot Aiming

You can choose between Manual and Auto shot aiming in game and during the pre-game setup. With Auto shot aiming turned on, the game takes it's best aim when you make a shot. But sometimes, that's not the shot you want to take. Maybe you're up against a goalie that gives up a lot of rebounds and you've got somebody in the crease to slam home any loose puck. Or maybe you're playing against a goalie that likes to flop low and a top shelf shot scores easily. This is where Manual Shot Aiming comes in. Use the Left Analog Stick while pressing **○** to aim the shot where you want it to go.

LINE CHANGES

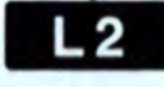
Face it, your players are giving it their all out on the ice. No matter how well they're trained, they are going to get tired. Your job as a coach is to watch out for these dips in stamina and get fresh players out there. If you can catch your opponent with tired players out on the ice, you have a better chance at scoring or stopping their last minute rush to win or tie the game. There are three options for how line changes happen – A.I., Initiated, or Manual. Read below for how the three systems work.

A.I.– The CPU automatically makes line changes for you.

Initiated – Press  to put the next forward and defensive line on the ice. If line 1 is on the ice, press  to put line 2 into the game.

Manual – Manual allows you to control line changes during the game. At every stoppage in game play, a menu comes up to let you pick the line of your choice. To make changes on the fly, press  to bring up the line change menu.

Defense

Your goalie is only as good as the defense that is played in front of him. One of the keys on defense is to prevent the other team from taking the shot. The less shots your goalie faces, the better the chance you have in winning the game. Use the Body Check and Stick Check controls to separate the offensive player from the puck and get your team back out on offense. Press  to perform a Body Check. Press  to perform a Stick Check. Press  to lay down on the ice to block a pass or shot.

Fighting

Things can get pretty rough in the game of hockey, that's why players sometimes throw their gloves down and have at it. Knowing how and when to fight are important skills to learn. You could win the fight, but your player is going to sit for the 5-minute penalty, can you afford to have him off the ice for that long? Make sure you aren't controlling one of your superstars when the "fight?" icon appears on screen. Press **X** to throw punches and **□** to block.



PAUSE MENU

Press **START** during a game to bring up the Pause Menu.

Replay	Replay the last few seconds of gameplay using the on screen controls.
Assign Controllers	Switch sides during the game. Gretzky Mode is turned off if you change controllers, however.
Camera	Set the viewing angle for the game.
Edit Lines	Change your players around for the optimum on-ice lineup.
Statistics	View real-time stats of the game at hand.
Game Options	Adjust the game options. See page 16 for more information.
Team Options	Make changes to your team options. See page 16 for more information.
Controller Layout	Make changes to which buttons perform which actions.
Quit	Leave the current game

RULES

Game Speed – Set the speed of the game to control its pace.

Penalty Bias – Set the frequency of penalties called during the game. The higher the setting, the more frequent penalties get called.

Fight Bias – Set the frequency of fights. The higher the setting, the more frequent the fight option appears.

Injury Bias – Set the frequency of injuries. The higher the setting, the more frequent injuries occur.

INFRACTIONS

Icing

Icing is called when the puck is passed or shot from the defensive half of the ice and the puck goes past the goal line of the opposition. If you have automatic icing turned off, the defense has to touch the puck to get the call. When icing is called, play is stopped and a face-off takes place at the other end of the ice. This infraction can be turned ON or OFF.

Two Line Pass

A two-line pass penalty is called when a pass crosses two lines (a blue line and a red line). When this infraction is called, play is stopped and a face-off takes place inside the blue line. This infraction can be turned ON or OFF.

Offsides

Players on offense can't cross the blue line before the puck does. When this happens, offsides is called. Play is stopped and a face-off takes place outside the blue line. This infraction can be turned ON or OFF.

GAME OPTIONS

Vibration – Set to ON to cause your DualShock®2 analog controller to vibrate when a collision occurs on ice.

Line Changes – When set to ON, your team's lines can be changed during the game. See page 13 for more details on Line Changes.

Auto Replay – Set to ON to view highlights automatically during the game.

Cut Scenes – Set to ON to see cut scenes during the game.

Display – Set to None, Position, Name, or Name and Position to indicate how players are identified on ice.

Audio – Adjust the volume of the Effects, Announcer, Crowd, and Music of the game. The higher the setting, the louder the sound.

TEAM OPTIONS

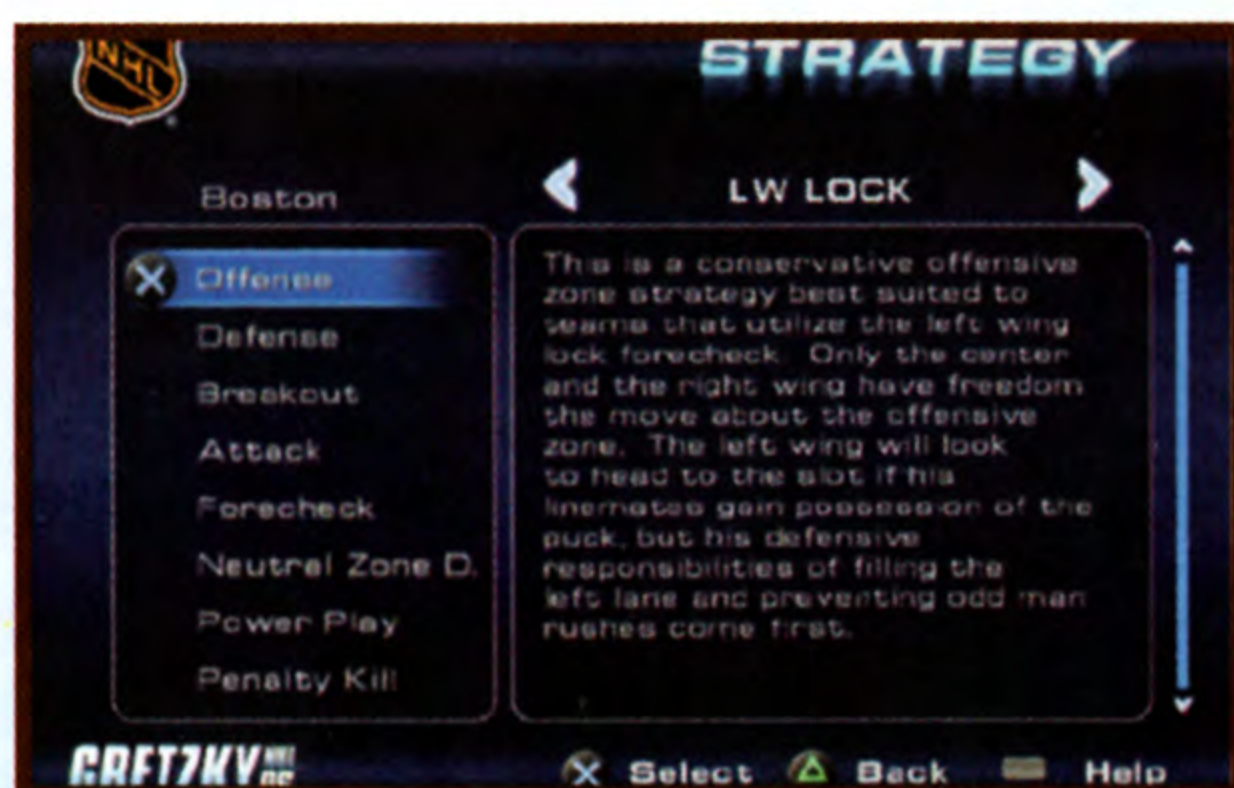
Auto Shot Aim – Set your shot aim to MANUAL or AUTO. MANUAL allows you to control the direction of your shot with the Left Analog Stick.

Line Changes – Set your line changes to AI, MANUAL, or INITIATED. See page 13 for more information.

Goalie – Set the status of your goalie to PULLED or NOT PULLED. When they are down at the end of the game, teams pull the goalie to get an extra skater on the ice.

Pass Markers - Pass markers allow you to see the location of your teammates and pass the puck to open skaters.

Strategy Options - There are eight Strategy Modes: Offense, Defense, Breakout, Attack, Forecheck, Neutral Zone Defense, Power Play, and Penalty Kill. Adjust the strategies your team is using during the game.



Controller Layout – An in game summary of the controller layout.

Quit – Leave the current game. If you quit during a season or tournament game you have to replay the game from the beginning.

ONLINE MODE

If you have broadband internet, Gretzky NHL '06 enables you to play games with other users over the Internet. You've got tons of choices once you take the game online - play or host tournaments, email other gamers, and compete in game challenges. To go online, select ONLINE from the Main Menu and press **X**.

Creating an Account

To play Gretzky NHL '06 online, you need to create an account and choose a unique screen name and password. Each time you go online, login using this screen name and password. This account is valid for all online sports titles.

Note: You must agree to the terms of the User Agreement to connect to Gretzky NHL '06 online. You do not need to create a new account if you have already created an account via an online sports title.

In the Online Lobby, you can navigate your way through the entire online process. It allows you to create games, post messages, join tournaments, check out leaderboards, and much more. This screen also shows your user profile that lists your online information such as User Name, Rank, My Team, and User Statistics included in the user profile is your Rank. It keeps track of your combined stats to show where you rank among all the online sports title gamers.

Game Rooms

Game Rooms are where game challenges take place. Search for the perfect match up or challenge other online opponents to a ranked or unranked game. You can also view all online players within your selected Game Room.

Selecting a Game Room

Whether creating a game or accepting a challenge, the Game Room option allows you to select from a group of games that match your skill level. Points earned during competition determine the Game Room level you can enter.

There are a number of Game Rooms including Rookie, Veteran, All Star, and more. Gamers of any skill can find a place to play. Gretzky NHL '06 also has Game Rooms such as East Coast and West Coast.

The Chat Area / Selecting a Game

The Chat Area is where available games in the particular lobby are listed. While looking for a game, you can read all of the real-time chatting between potential opponents.

Join in on some trash talking or search for information on possible opponents. To post a chat from the chat screen, highlight the bottom chat bar or use a USB keyboard (for PlayStation 2). Type in a message and enter it. Your message will be displayed in the chat window.

To select an opponent for a game, highlight a name from the list of players in the Game Room and press . You can set the game options, view your opponent's statistics, and start your game. At any time during a game, press  to bring up the chat window. While playing, you can trash talk with your opponent.

Quitting Games

After accepting challenges or joining games, you must finish the entire contest or be penalized with a reduction of points previously earned from other games. Losing points prevents you from entering higher skill level Game Rooms.

Leaderboards

Real-time leaderboards show your ranking among all online gamers. Each user ranking will be listed by point total and provide details of team statistics.

Tournaments

Create an online tournament or join others that have already been created. You can even create private tournaments using password protection to control the gamers that join. To sign up for a tournament, select a tournament menu and press .

Online Downloaded Rosters

You are able to download live roster updates for regular and online play. Live rosters represent the current rosters of National Hockey League teams. When you go online, you are prompted to download updated rosters and save them to your Memory Card. If you do not download the latest rosters, you will play with the default rosters from the beginning of the season.

Message Boards

Message Boards are designed to provide a place for gamers to discuss the National Hockey League or any other topic of interest.

Mail / Feedback

The Mailbox allows you to send private email messages to any online gamer, provided you have their user name. Sending email is a perfect way to contact your friends about game start times or just to talk hockey.

Polls / Surveys

Participate in online polls and surveys which are constantly updated, so check back often to fill them out and view the latest results.

News / Promos

Check here for exciting news, reports and updates.

Edit Profile

At any time, you can change the profile for your account.

www.gretzkynhl06.com

Log on to www.gretzkynhl06.com from the web and check out the leaderboards, view tournament brackets, and participate in message boards. You can also send and receive user mail.

Team Management

PRO MANAGER

Pro Manager gives you complete control over your team's roster. Make changes to any roster by signing, releasing, or trading players. Make sure you pay attention to the I.D. symbols next to the player's name. These indicate their abilities and characteristics like who is the team captain, who is injured, and who is on a hot streak.

ROSTERS

Manage Rosters

Use this menu to change the game day status of players on any team roster. You can manage the players of your minor league affiliate, scratch a player from the game, bring a player up or down from the minors, release a player, or set your captains. In Gretzky NHL '06 you are working with your team's AHL affiliate. Develop your talent in Professional Hockey's minor league to get them ready for the big time.

Edit Lines

Set the lines for the game. See page 13 for more information about creating a winning combination.

Trade Players

You can make a trade for any player in the league. Trade proposals can be rejected in two ways – by the other team involved or by the league for roster violations. You must have a minimum number of players at each position on your roster.

Sign Players

Take a look at the Free Agent Pool to see what available talent there is for your team. The Free Agent Pool includes players that are unsigned or have been released by other teams. Rosters max out at 55 players.

Load Rosters

You can reset rosters for your game by loading the previous default rosters or Pro Manager rosters.

Save Rosters

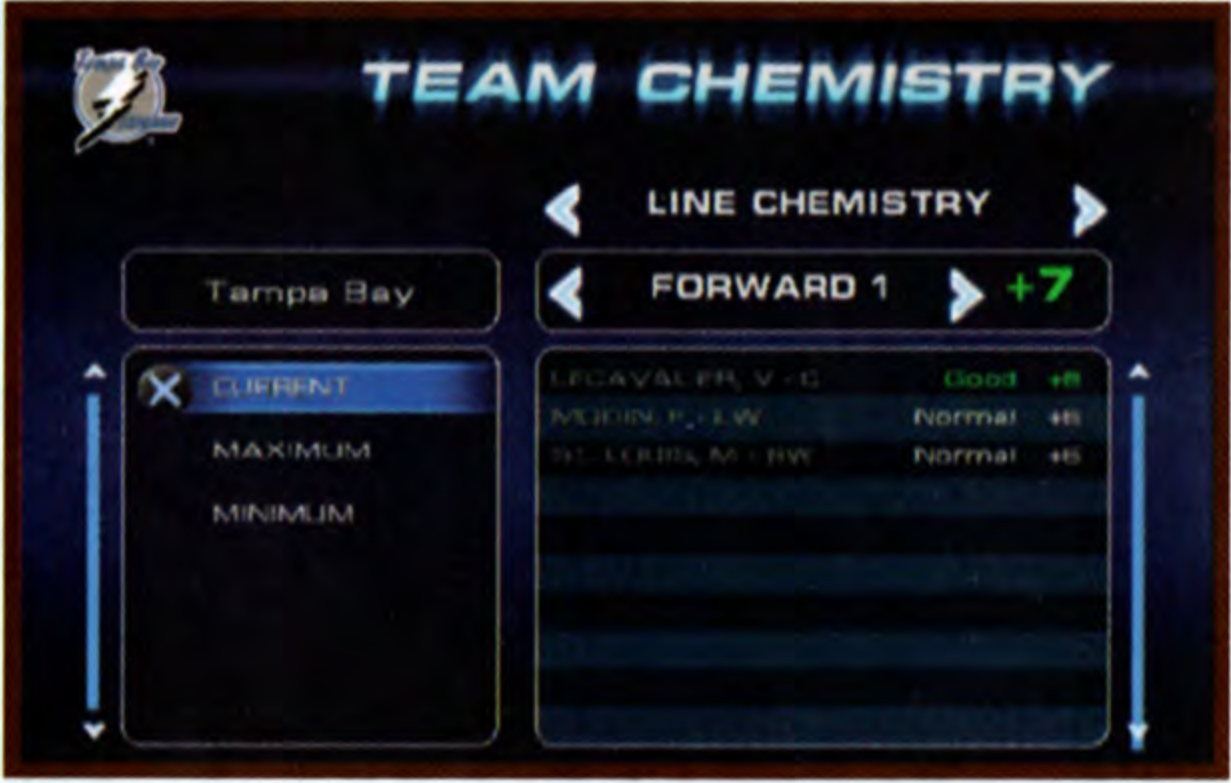
Save all your roster changes to a Memory Card 8MB (for PlayStation 2).

Statistics

Statistics shows you the career stats for all players and teams.

Team Chemistry

Sometimes the hockey team with the most skill isn't the team that ends up winning it all. Often they're beaten by a group of players who arguably have less skill, but undoubtedly have more character. They're beaten by a group of players who are so close, who've formed such a strong Chemistry, that they are able to achieve beyond their skills. They're willing to pay the price for their teammates and if they sacrifice enough, may just hoist Lord Stanley's Cup high over their heads. New to Gretzky NHL '06, Team Chemistry adds value to more than just a player's skill, but also a player's character. Scoring goals, making assists, winning and tying games, delivering big hits, killing off penalties, keeping lines together and more go into building a Team's Chemistry. And once you're able to build positive Chemistry, your team will be able to achieve at a higher level. But keep a close eye on not only your Team Chemistry, but your Line Chemistry and Player Chemistry as well. Because giving up goals, taking bad penalties, losing games will negatively effect the Chemistry amongst your players. What Gretzky NHL '06 gives you is a deeper look into player interaction, giving you insight into which lines work and which players click with one another.



CREDITS

PAGE 44 STUDIOS LLC

PROGRAMMING

LEAD ENGINEER

Peter Yamamoto

ENGINEERING

Joseph Allen, Christian Caron, Marco Carra, Ian Clarke, Chamberlain Fong, Ardy Falls, Bryan Galdrikian, Brad Harrison, Willy Lee, Adam Lipski, Andrew Marsh, Glenn Powell, John Ransom, Eric Smith

ART TEAM

LEAD ENVIRONMENT

Mia Fox

LEAD CHARACTER

Keith Harmon

CHARACTER TEAM

Jesse Blake, Charles Kim, Chris Klamm

LEAD ANIMATOR

Jeff Dufford

ANIMATION TEAM

Wesley Fujiyama, Jennifer Larsen, Tim Oberlander

DIGITAL ARTISTS

Tommy Adams, Huy Doan, Elliot Fan, Nicholas Harter, Brian Ransom, Rashad Redic, Donnie Taylor, Ben Wronsky

ADDITIONAL ENGINEERING

John Bolton, Gil Carmel, Priamos Georgiades, Alex Martinez

DESIGN/PRODUCTION

PRODUCER

Michael McAnaney

ASSOC. PRODUCERS

Brent Jay Jalipa II, Michael Ordway

ART DIRECTOR

Bill Pauley

TECHNICAL DIRECTOR

Michael Romero

DIRECTOR OF PRODUCTION

Tom Shoenhair

DIRECTOR OF DEVELOPMENT

Denis Fung

GENERAL MANAGER

Steven Apour

PRODUCTION SUPPORT

CTO

Scott Shell

HR/OFFICE MANAGER

Mina Afshar

SONY COMPUTER ENTERTAINMENT AMERICA

PRODUCTION

SENIOR PRODUCER

David Perkinson

ASSISTANT PRODUCER

Clayton Read

DIRECTOR OF SPORTS

Scott Rohde

DIRECTOR OF LICENSING

Christian Phillips

EVP PRODUCT DEVELOPMENT AND SALES

Jack Tretton

VP OF PRODUCT DEVELOPMENT

Shuhei Yoshida

LICENSING COORDINATOR

Jen Kacizak

STUDIO ADMIN.

Erica Nathanson

AUDIO

DIRECTOR OF AUDIO SERVICES

Buzz Burrowes

SOUND DESIGN MANAGER

David Murrant

MANAGER OF SPORTS AUDIO

Rex Baca

SENIOR SOUND DESIGNER

Kurt Kellenberger

SPEECH DESIGNER

Joel Copen

PLAY-BY-PLAY ANNOUNCER

Mike Emrick

COLOR COMMENTATOR

Darren Pang

P.A. ANNOUNCER

Mike Carlucci

SCRIPT WRITERS

Pat Hegarty, Zach Parris

CINEMATIC AUDIO POST PRODUCTION

Chuck Carr, Kurt Kellenberger

MUSIC

MUSIC DIRECTOR

Chuck Doud

MUSIC SUPERVISOR

Chuck Carr

MUSIC PRODUCTION COORDINATOR

Tammy Tsuyuki

Menu Music

Chris Vrenna

Matter Music

IN-GAME MUSIC

CS Productions, Inc.

Chuck Carr

IN-GAME ORGANS

Pete Cannarozzi Music

INFORMATION TECHNOLOGY GROUP

CREDITS

DIRECTOR

Charles Connoy

ONLINE GAMES GROUP

Monique Fraser, Ron Andres, Richard Bennett, Chip Capelik, Matt Miller, Krisztian Mizser, Madhukar Yedulapuram

INFRASTRUCTURE & NETWORK ENGINEERING

IT INFRASTRUCTURE MANAGER

Tom Perrine

NETWORK ENGINEERING MANAGER

Derrell Jenkins

TEAM

Robert Clark, Chris Dudley, Andrew Lee, Randy Lopez, Sven Nielson, Tom Guptil, Chris McNery, Hank Yoeman, Paul Zastoupil

NETWORK OPERATION SPECIALISTS

Keith Hutchinson, Kristin Igak, Arron Johnston, Jose Madrigal, Rudy Wiley

SAN DIEGO HELP DESK

Rick Rossiter, David Alonzo, Chad Sousa, Jonathon Rad, Tracy Siefert

SVO

ONLINE COMMUNITY DEVELOPMENT MANAGER

Russell Patterson

ONLINE ASSOCIATE PRODUCER

Doug Damron

SERVER PROGRAMMERS

Don Costes, Peter Heino, Ed O'Leary, Rolando Simeon

CLIENT ONLINE PROGRAMMERS

Matt DeVico, Aaron Brunstetter, Allen Pouratian

SENIOR TOOLS PROGRAMMER

Amir Zbeda

ONLINE TECHNOLOGY GROUP

DIRECTOR

Glen Van Datta

SENIOR PROJECT MANAGER

Greg Becksted

ASSOCIATE ONLINE MANAGER

Doug Damron

GAME INTEGRATION LEAD

Vinod Tandon

SENIOR PROGRAMMERS

Russ Patterson, Adam Harris, Ken Miyaki

SCE-RT PRODUCTION

Erika Kato, Trang Ho, Steve Slover

SCE-RT ENGINEERS

Joe Allen, Juan Arce, Brian Buhr, Aaron Brunstetter, Ben Choorut, Rob Colbert, Don Costes, Matt DeVico, Brian Fernandes, Rolf Fischer, Michelle Hakow, Osamu Hashimoto, Shawn He, Peter Heino, Mark Jacob, Sunmee Jang, Glen Kawano, Mohammed Khan, Anthony Mai, Ed O'Leary, Joseph Pietras, Marty Poulin, Allen Pouratian, Ramana Prakash, Bhaswar Sarkar, Tom Sawyer, Steve Schneider, Rolando Simeon, Elizabeth Simmons, Marty Taramasco, Baylor Triplett, Mark Vaden, Steve Wagner, Eric Whelpley, Amir Zbeda

FIRST PARTY QUALITY ASSURANCE (FPQA)

DIRECTOR

Michael Blackledge

SENIOR MANAGER

Ritchard Markelz

GAME TEST MANAGER

Mike Veigel

GAME TEST ENGINEERS

Andrew Moore, Cruz Garcia

QUALITY ASSURANCE ANALYSTS

Elgin Orpilla, Gabe Datte, Mike Berberich

LAB TECHNICIAN

Vince Loughney

PROJECT MANAGEMENT

SUPERVISOR

Eric Ippolito

COORDINATOR

Jason Coker

QA SUPPORT MANAGER

Ken Kribs

TEST TOOL DEVELOPERS

Jie Xu, Chris Depuydt

APPLICATIONS MANAGER

Kevin Simmons

APPLICATIONS ADMIN.

Christian Davis

WEB APPLICATIONS DEVELOPER

Matt Harper

ONLINE SUPPORT TECHNICIANS

Chris Cromwell, Mike Gallina

QUALITY ASSURANCE ANALYSTS

Derek Bauerman, Ken Overbey

CONTINGENT STAFF

Adam Higgins, Alejandro Aste-Nieto, David Evans, Nathan Buxton, Randy Icasas, Richard Noble, Shawn Moore

ART & ANIMATION SERVICES GROUP

DIRECTOR OF ART & ANIMATION SERVICES GROUP

Dwayne Mason

AASG DEPARTMENT ASSISTANT

Nonet Vargas

CREDITS

MANAGER OF MOTION CAPTURE, ANIMATION AND SCANNING

Brian Rausch

PRODUCTION SUPERVISOR

Scott Peterson

MOTION CAPTURE

MOTION CAPTURE SPECIALIST LEAD

Jake Wilson

MOTION CAPTURE TECHNICAL SUPERVISOR

Percy Sagun

MOTION CAPTURE SPECIALIST

Travis Parks, Sarah Back

MOTION CAPTURE STUDIO SUPERVISOR

James Scarafone

MOTION CAPTURE STUDIO TECHNICIAN

Ryan Beeson, Doug Hagstrom

MOTION CAPTURE TRACKING LEAD

Michael Shinkle

MOTION CAPTURE TRACKING TECHNICIAN

David Ibarra, Trisha Manbeck, Ander Bergstrom, Xou Fang, Jason Giles, Jason Rush

ANIMATION

MOTION CAPTURE ANIMATION SUPERVISOR

Chad Moore

MOTION CAPTURE ANIMATION LEAD

Frank Strocchio

MOTION CAPTURE ANIMATOR

Brian Phipps, Michael Graessle, Eryn Roston

MOTION CAPTURE TECHNICAL ANIMATION LEAD

Johnny Walker

MOTION CAPTURE TECHNICAL ANIMATOR

Daniel Legg

SCANNING

3-D SCANNING STUDIO SUPERVISOR

Chip Parsons

3-D SCANNING TECHNICAL SUPERVISOR

Travis Ross

3-D SCANNING TECHNICIAN

Tony Lui

CINEMATIC SOLUTIONS GROUP

CINEMATIC MANAGER

Scott McMahon

CINEMATIC PRODUCTION SUPERVISOR

Brian Johnson

CINEMATIC CG SUPERVISOR

Greg Jung

CINEMATIC CREATIVE PROJECT LEADS

Don Lacy, Jahil Nelson

CINEMATIC COMPOSITORS

Devin Olden, Josh Hassin

DIRECTOR OF PHOTOGRAPHY

Ian O'Roarty

CINEMATIC EDITOR

Rick Takahashi

CINEMATIC CG ARTISTS

Jose Lopez

CINEMATIC AUDIO POST

Kurt Kellenberger

HDCAM OPERATOR

Mike Ruby

KEY GRIP

Ryan Field

VIDEO TECHNICIAN

Ross Stasik

PRODUCTION ASSISTANT

Casey McDermott

TOOLS & TECHNOLOGY GROUP

DIRECTOR OF TOOLS & TECHNOLOGY

Edward Lerner

TOOLS TEAM

LEAD ENGINEER

Dan Hilton

ENGINEER

Gustavo Oliveira

DEV.TOOLS/ACCOUNTS ADMINISTRATION

Jason Young

MAYA TECHNICAL

SUPPORT GROUP (MTSG)

LEAD ENGINEER

Richard Harding

SENIOR ENGINEER

Chris Mayberry

ENGINEER

Becca Abel

TECHNICAL TRAINING SUPPORT GROUP

TECHNICAL ARTIST

Jason Parks

SONY COMPUTER ENTERTAINMENT AMERICA

MARKETING

PRODUCT MANAGER

Ed Loonam

SENIOR DIRECTOR, PROMOTIONS & SPORTS PRODUCT MARKETING

Sharon Shapiro

PROMOTIONS

Andrew Adams, Janeen Anderson, Donna Armentor, Blair Elliott, Bob Johnson, Tracy Hanchett

SENIOR DIRECTOR, COMMUNICATIONS AND BRAND DEVELOPMENT

Molly Smith

PUBLIC RELATIONS MANAGER

Ron Eagle

PUBLIC RELATIONS

Alex Armour, Scott Goryl, Paul Murphy

DIRECTOR OF LOYALTY AND CHANNEL MARKETING

Steve Williams

DIRECTOR OF PRODUCT & ONLINE MARKETING

Susan Nourai

DIRECTOR OF CREATIVE SERVICES

Ed DeMasi

CREATIVE SERVICES MANAGER

Jack Siler

CREATIVE SERVICES SPECIALIST

TJ Consunji

PACKAGING & MANUAL DESIGN

Petrol Advertising

MANUAL WRITER

Keith M. Kolmos

SALES & MERCHANDISING**DIRECTOR OF SALES**

David Cox

TEAM

Mark Alice, Jennifer Bruzzese, Jeannine Deming, Brian Dimick, Brian Hale, Laura Halliday, Jeffrey Hutchinson, Ian Jackson, Genie Kim, Richard LaRocca, Jim Mackenzie, Todd Moeller, Abigail Murphy, Joel Pambid, Soledad Playda, George Richard, Rick Rooney, Dan Spaulding, Tom Taylor, Stephen Turvey, Tanya Tyau

LEGAL & BUSINESS AFFAIRS**DIRECTOR**

Shelly Gayner

PARALEGALS

Christine DeNezza, Marla Dessen

SPECIAL THANKS

Wayne Gretzky, Rick Minch, WDG Enterprises, Inc., Brian Jennings, Dave McCarthy, Lynne White, Mike Ouellet, Martin McQuaig, Chris Nikolis, Troy Mack, Doug Panter, Rob Segal, Sarai Sequeira, Allan Frankel, Claudette Castillo, Christina Cavallero

LEAGUE ACKNOWLEDGEMENT

National Hockey League
National Hockey League Players Association
American Hockey League
National Hockey League Coaches Association

EXECUTIVE SPECIAL THANKS

We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of the Gretzky NHL '06 with special recognition to the Executive Management team including: Kaz Hirai, Andrew House, Jack Tretton, Jim Bass, Glenn Nash, Frank O'Malley, Steve Ross, RileyRussell, Shuhei Yoshida

MOTION CAPTURE ATHLETES

Wes Fujiyama, Mike Garrow, Brent Jalipa, Trevor Koenig, Andrew Moore, Scott Peterson, Clayton Read

LEGAL CREDITS

NHL, National Hockey League, the NHL Shield and the word mark and image of the Stanley Cup are registered trademarks of the National Hockey League. All NHL logos and marks and NHL team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. 2005 NHL. All Rights Reserved. Officially licensed product of the National Hockey League.

National Hockey League Players' Association, NHLPA and the NHLPA Logo are Trademarks of the NHLPA and are used, under license by Sony Computer Entertainment America Inc. © NHLPA. Officially Licensed Product of the National Hockey League Players' Association.

All rights in the Gretzky name and trademarks are owned by Wayne Gretzky and WDG Enterprises, Inc. © 2005 Sony Computer Entertainment America Inc.

Developed by Page 44 Studios LLC.

Copyright 2004 by STATS, Inc. Any Commercial use or distribution of the Licensed Materials without express written consent of STATS is strictly prohibited.

Certain trademarks used herein are properties of American Airlines, Inc. used under license to Sony Computer Entertainment America Inc. All rights reserved.

The Wachovia name and logo are registered service marks of Wachovia Corporation used with permission. The Wachovia Center is a Comcast-Spectacor facility.

The names and logos of all stadiums are trademarks of their respective owners and are used by permission.

CCM® is a registered trademark of CCM Holdings (1983) Inc. and is used under license by Sport Maska Inc. and sublicense by Sony Computer Entertainment America Inc., JOFA® is a registered trademark of Jofa Holdings AB and is used under license by Sony Computer Entertainment America Inc. KOHO® is a registered trademark of KHF Sports OY and is used under license by Sony Computer Entertainment America Inc.; and 'RBK and REEBOK are registered trademarks of Reebok International Ltd. and is used under license by Sport Maska Inc. and sublicense by Sony Computer Entertainment America Inc.'

BAUER, NIKE and the SWOOSH Design are trademarks of Nike, Inc. or its affiliates and are used under license by Sony Computer Entertainment America Inc.

American Hockey League team names and player names used with permission from the AHL, © 2005, all rights reserved.

Portions of this software are Copyright 1998-2000 Criterion Software Ltd. and its Licensors.

Speech compression and decompression technology are licensed from Nellymoser, Inc.

WARNING: It is a violation of Federal Copyright Law to copy, duplicate or reproduce this Program or any portions of this Program or to synchronize this Program with video tape or film or to print the Compositions embodied in this Program in the form of standard music notation without the express written permission of the copyright owner.

Game Experience May Change During Online Play.

ONLINE USER AGREEMENT

PLEASE READ THE ENTIRE AGREEMENT AND INDICATE WHETHER OR NOT YOU AGREE TO ITS TERMS BY CLICKING THE "ACCEPT" OR "DECLINE" BUTTON AT THE BOTTOM OF THIS SCREEN. IF YOU CLICK THE "DECLINE" BUTTON YOU WILL NOT BE ABLE TO PLAY THE ONLINE VERSION OF THIS GAME. CHECK WITH SONY COMPUTER ENTERTAINMENT AMERICA INC. ("SCEA") CONSUMER SERVICES AT 1-800-345-7669 WITHIN 30 DAYS OF YOUR PURCHASE FOR REFUND OR RETURN INFORMATION. PLEASE HAVE YOUR PURCHASE RECEIPT AVAILABLE.

1. ACCEPTANCE OF AGREEMENT. This Agreement can be accepted only by an adult 18 years or older. By clicking the "ACCEPT" button, you affirm that you are an adult 18 years or older and you are accepting this Agreement on your own behalf or on behalf of your minor child (under 18).

2. GRANT OF LICENSE. SCEA grants you a non-exclusive right to use this software for play on a PlayStation®2 computer entertainment system only. You may transfer all your rights to use the software to another person provided that you transfer the original product and this Agreement with the software.

3. AUTHENTICATION. This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. (SCEI). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. SCEI, SCEA and their affiliates cannot guarantee the continuous operation of the "DNAS" servers and shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with "DNAS", the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEI, SCEA and their affiliates shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

4. COLLECTION OF INFORMATION. Before you can play, you will be asked to create an account with a user, player or other game name ("game name") and password. You may also be asked to select or provide additional information for a game profile. This information will not identify you personally. You agree that this non-personally identifying information may be provided to any tournament website which is established by SCEA or its partners in connection with this game. Such information will not be displayed on any tournament site without your permission and agreement to participate in the tournament.

5. PROTECTION OF IDENTITY. When you choose a game name, choose an alias to protect your identity. Avoid using any part of your game name in your password. When you choose a password, choose a unique combination of letters and numbers that is unrelated to your game name or to any information you may share with other players in the game. SCEA will not ask you for your password and you should not provide this information to any third party. This game will save your game name, profile and password automatically. If your game name is inactive for an extended period your account may be deactivated. To inquire about a deactivated account, please contact SCEA Consumer Services at 1-800-345-7669. You agree that you have no expectation of privacy or confidentiality in the personal information you may intentionally or unintentionally disclose through login, game play and chat. You should avoid saying anything personally identifying in chat. SCEA has no liability for any violation of this Agreement by you or by any other player.

6. ONLINE CONDUCT. When you play, you agree to be respectful of your fellow players and never to engage in any behavior that would be abusive or offensive to other players, disruptive of the game experience, fraudulent or otherwise illegal. This includes but is not limited to:

- (a) Harassing or intimidating other players while chatting or playing this game online or using information obtained while chatting or playing this game to harass or intimidate fellow players outside of the game;
- (b) Using language, selecting user, character, clan or team names or creating any other content that is racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory;
- (c) Selecting as a user, character, clan or team name any word, symbol or combination of words and symbols which is identical to or substantially similar to any character, weapon, vehicle or other intellectual property element owned by SCEA which appears in this game or any other SCEA game;
- (d) Using content that is commercial in nature such as advertisements, solicitations and promotions for goods or services;
- (e) Falsely representing that you are an employee of Sony Corporation, Sony Computer Entertainment America, or any other affiliated or related company;
- (f) Disrupting the normal flow of chat in game chat rooms;
- (g) Making a false report of user abuse to SCEA Consumer Services (see below);
- (h) Violating any local, state or national law including but not limited to laws related to copyright, trademark, defamation, invasion of privacy, identity theft, hacking and the distribution of counterfeit software;
- (i) Using a cheat code or cheat device. For a detailed explanation of the SCEA policy on cheating visit www.us.playstation.com/onlinecheating.

If you violate this Agreement in any manner, SCEA may at its discretion and without notice to you temporarily or permanently block your account in this game and any related games. In appropriate cases, SCEA may bring legal action against you or cooperate in any government or private legal action or investigation relating to your conduct within the game. To report violations of this Agreement or to inquire about a blocked account, call SCEA Consumer Services at 1-800-345-7669. SCEA has no liability for any violation of this Agreement by you or by any other player.

7. INTELLECTUAL PROPERTY RIGHTS. All title and intellectual property rights in and to the content of this software is the property of the content owner(s) and may be protected by applicable copyright and other intellectual property laws and treaties. This Agreement grants you no ownership rights in such content. All rights not expressly granted are reserved by SCEA.

8. WARRANTY/DISCLAIMER. SCEA WARRANTS TO THE ORIGINAL PURCHASER OF THE GAME DISC THAT THE DISC IS FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE. SEE GAME MANUAL FOR LIMITED WARRANTY DETAILS. EXCEPT AS PROVIDED HEREIN, THE GAME DISC, SOFTWARE AND ALL RELATED SERVICES ARE PROVIDED "AS IS" AND, TO THE MAXIMUM EXTENT PROVIDED UNDER LAW, SCEA DISCLAIMS ALL WARRANTIES OF ANY KIND, WHETHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. Without limiting the foregoing, SCEA does not promise that this software will work properly with any network adaptor, modem, memory card or other peripheral device that has not been licensed by SCEI or SCEA. To insure compatibility use only PlayStation® or PlayStation® licensed products. Additionally, SCEA does not guarantee that you will be able to play this game at any time you want. From time to time, there may be problems related to access, delay and failure to perform that are beyond the immediate and reasonable control of SCEA. In the event of a dispute regarding the online functionality of this software (except with regard to the operation of "DNAS" explained in paragraph 3 above), you agree that the sole liability of SCEA and its affiliated companies will be limited to repair or replacement of the game software at SCEA's option. SCEA may, at its sole discretion, discontinue hosting of the game server at any time. SCEA has no liability for such discontinuance.

9. MODIFICATION. SCEA at its sole discretion may modify the terms of this Agreement at any time. You are responsible for reviewing the terms of this Agreement each time you login to play. By accepting this Agreement and by playing the game online, you agree to be bound by all current terms of the Agreement. To print out a current copy of this Agreement using your computer, go to www.us.playstation.com/support/useragreements.

10. MISCELLANEOUS. This Agreement shall be construed and interpreted in accordance with the laws of the State of California applying to contracts fully executed and performed within the State of California. Both parties submit to personal jurisdiction in California and further agree that any dispute arising from or relating to this Agreement shall be brought in a court within San Mateo County, California. If any provision of this Agreement shall be held invalid or unenforceable, in whole or in part, such provision shall be modified to the minimum extent necessary to make it valid and enforceable, and the validity and enforceability of all other provisions of this Agreement shall not be affected thereby. This Agreement constitutes the entire agreement between the parties hereto related to the subject matter hereof and supercedes all prior oral and written and all contemporaneous oral negotiations, commitments and understandings of the parties, all of which are merged herein.

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY (7669) to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

NHL, National Hockey League, the NHL Shield and the word mark and image of the Stanley Cup are registered trademarks of the National Hockey League. All NHL logos and marks and NHL team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. 2005 NHL. All Rights Reserved. Officially licensed product of the National Hockey League. National Hockey League Players' Association, NHLPA and the NHLPA Logo are Trademarks of the NHLPA and are used, under license by Sony Computer Entertainment America Inc. © NHLPA. Officially Licensed Product of the National Hockey League Players' Association. All rights in the Gretzky name and trademarks are owned by Wayne Gretzky and WDG Enterprises, Inc. © 2005 Sony Computer Entertainment America Inc.

NBA is a trademark of NBA Properties, Inc. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. The respective NHL member teams may not be used in whole or in part without the prior written consent of NBA Properties, Inc. © 2005 NBA Properties, Inc. All rights reserved. © 2005 Sony Computer Entertainment America, Inc. "Playstation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live in Your World. Play in Ours." is a registered trademark of Sony Computer Entertainment America Inc. Online play requires internet connection, Network Adaptor(for PlayStation 2) or Playstation 2 with internal network connector, and Memory Card(8MB) (for PlayStation 2)(each sold separately. The ratings icon is a trademark of the Entertainment Software Association.

THE TRUE NBA EXPERIENCE

NBA 06

Featuring "the Life" where fans experience a genre-defining new mode carrying them through the life of an NBA athlete; on and off the hardwood, from Rookie to Legend.

- **"The Life" Tests Your Abilities In A Gameplay Driven, Storybook Season In Your Bid For NBA Glory.**
- **All-New ShowTime GamePlay Incorporates Challenging Risk / Reward Aspects Featuring No-Looks, Alley-Ops & More.**
- **More Than A Dozen Mini-Games Including 21, Own The Court, 1-on-1, 3-on-3 Among Other Playground Favorites.**
- **Extensive Online Options Including Mini-Games Let You Bang With The Big Boys From Across Town Or Across The Nation.**
- **State-Of-The-Art Tandem Animation System Delivers Authentic, Unbelievably Lifelike NBA Gameplay.**

www.nba06.com
www.us.playstation.com



Visit www.esrb.org
for updated rating
information.



PlayStation®2

LIVE IN YOUR WORLD.
PLAY IN OURS.

See Inside Back Cover For Legal Information